


GameUniverse::AccessCamera



```
graph LR; A[GameUniverse::AccessCamera] --> B[Cockpit::AccessCamera]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GameUniverse::AccessCamera'. The right box is white and contains the text 'Cockpit::AccessCamera'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Cockpit::AccessCamera